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NES-ZS-USA

Instruction Booklet

SHOOTING RANGE™

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Nintendo ENTERTAINMENT SYSTEM®

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Thank you for selecting Bandai's **SHOOTING RANGE.**™ This game requires the Zapper™ Light Gun Attachment.

OBJECT OF THE GAME / GAME DESCRIPTION

SHOOTING RANGE™ is a two game quick-draw shooting event. The normal game requires sharpshooter accuracy and quickness as you pick off pinwheel targets attached to various characters through the following four stages of play:

1. Western/Desert
2. Monster Town
3. Outer Space
4. Bonus Stage

The Party game takes you to a competitive level of play as you and your friends try to figure out who is the ultimate dead-eye. Take aim and shoot at the horizontally moving targets and try to get the best score.

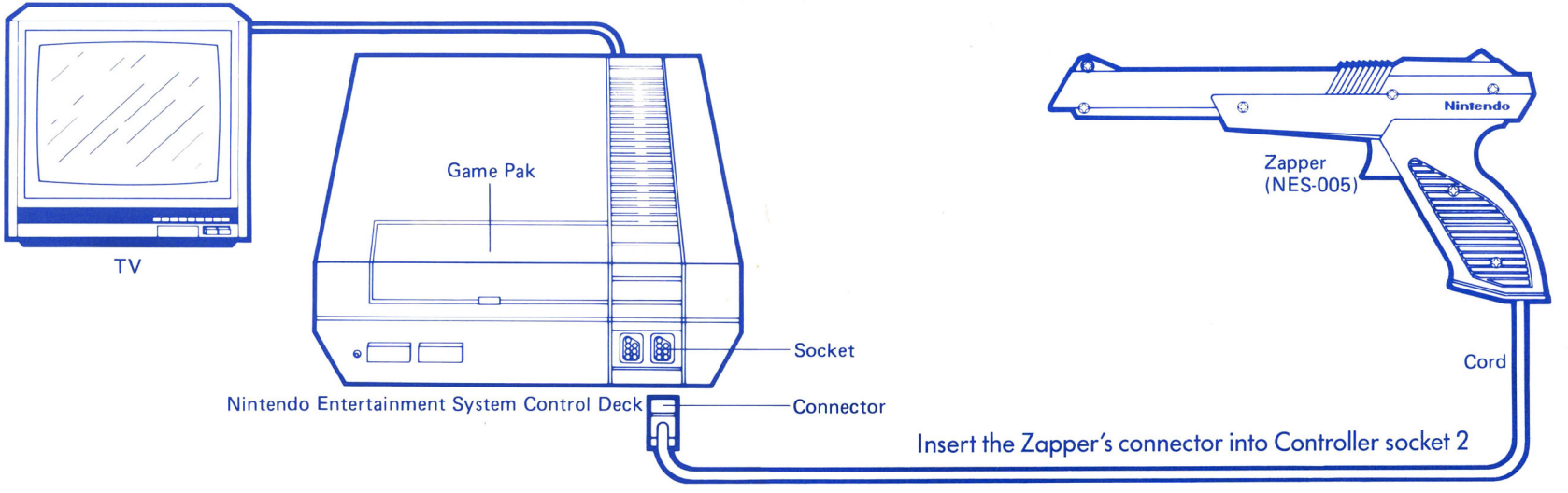
Please read the instruction booklet to insure proper handling of your game, and then save this booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications are subject to change without prior notice.

CONNECTING THE ZAPPER TO THE NES CONTROL DECK



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

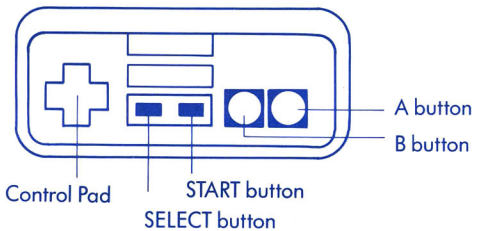
CONTROL PAD: Push left or right to scroll screen. Push up/down to move target indicator when selecting game, number of players, and game level.

A button: Push to select game, number of players, and game level. Push to view Point Total screen and to continue game after finishing a stage.

START button: Push to start, pause, and continue game.

SELECT and **A-B buttons** are not used while the game is in progress.

*__CONTROL PAD__ is not used in the BONUS STAGE and PARTY GAME.



OPERATING THE ZAPPER

Target Range: 6 feet

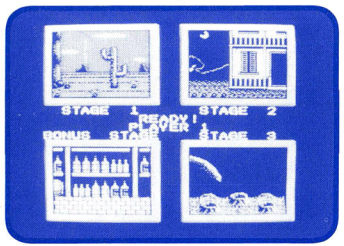
- The target range depends somewhat on the size of your TV.

Adjusting the TV screen

- The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting game levels with the Zapper

- Point the Zapper at the Stage Select screen and shoot at the "color illuminated portion." The stage selected will start.



STARTING THE GAME

Press the START button.

Select:

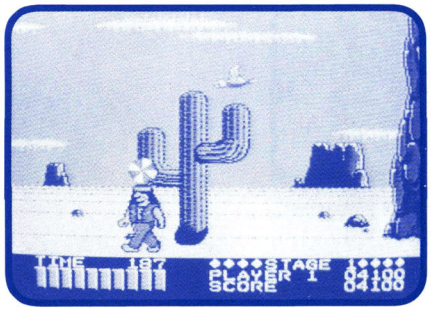
A. Number of players (1-4),
B. Type of game (Normal or Party),
C. Level

by pushing up or down on the Control Pad, and entering your decisions by pushing the A button.

HOW TO PLAY

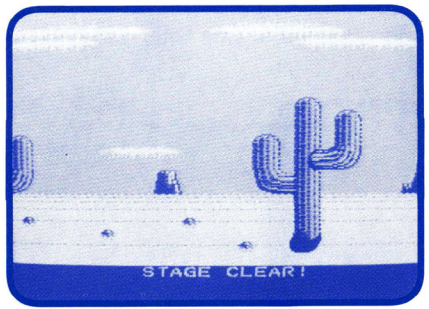
NORMAL GAME (1-4 player game)
In this game there are 3 stages and a Bonus stage.

You must aim and shoot the Zapper at the "pinwheel" targets that are attached to the various characters within the time limit, and before you run out of energy.



You can also scroll the screen horizontally by pushing left or right on the Control Pad.

When the stage clearing point level is reached, your point total is calculated and a "Stage Clear" will appear on the screen.



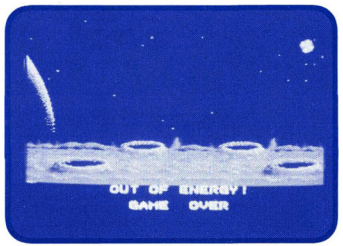
Push the A button to view the score screen. Push the A button again to return to the stage select screen. Shoot the Zapper at the screen to continue the game.

Make your shots count! Too many misses will deplete your energy, causing the game to be over.

Remember time is of the essence! This game not only requires accuracy, but speed, also. If you are too slow, you will run out of time. The faster you finish, the more points you will get.

Game Over

The Normal game has a continue mode. Press the A button when the game is over. Use the control pad to move the cursor to yes, then push the A button again. The game will continue from your last stage.

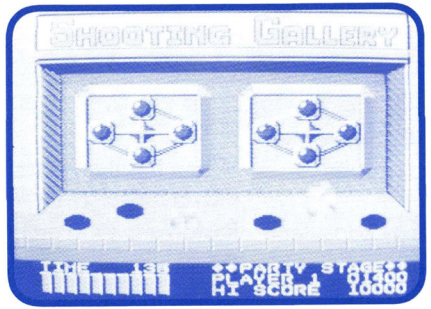


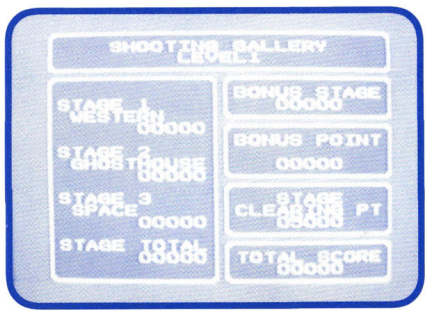
PARTY GAME (1-4 players)
The Party game is a contest between you and your friends where accumulating the most points is the main goal. Each player takes one turn shooting at moving pinwheels within the alloted time.

When you finish **SHOOTING RANGE,** push the A button to find out your total score.

Push the A button again for the Hi-score screen. Input your initials by pushing up and down on the Control Pad and entering your decision.

To find out how well you did, push SELECT, and then START. (Normal game only.)





ITEMS

(Normal game only)

Ⓔ	Energy capsule:	When this item is obtained, the player's energy increases 2 bars.
Ⓔ	Big energy capsule:	Restores the maximum level of energy.
Ⓔ	Bogus energy capsule:	Decreases energy level 2 bars.
Ⓒ	Super C:	When this item is hit, the player gets a 100 point bonus.
Ⓦ	Super W:	When this item is hit, the player gets a 1000 point bonus.
⌛	Hour Glass:	Increases the remaining time by 50 seconds.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.